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ALL THINGS IN MODERATION

After a brief hiatus, we're back with part three of The Art of Siege. If you have been following the articles to date, you should have an understanding of how to design your forces and build a castle over which to fight. You should also have a Siege map ready to use. The previous article covered how to play the campaign turn by turn. The topic that we will address in this article is resources.

From reading the previous articles, it should be apparent that resources are a very important factor of a siege campaign. Unlike a pitched battle, a siege campaign is very much about trying to force your opponent to burn through his resources and to give up the fight. The defender must deal with trying to maintain a realistic defence of the castle with gradually dwindling supplies. The attacker begins with limited resources, and must scour the surrounding area for the resources necessary to maintain the siege.

The first part of this article addresses how resources are to be represented in this campaign, as well as how they can be used and to what purpose.

RESOURCES

Resources are represented by a single deck of cards from which both players draw. As there is insufficient room in this mag to print these cards, players can simply use an ordinary set of playing cards (hopefully, at some stage in the future there will be a downloadable copy of these cards available for from the Fanatic website).

The deck is divided into four types of resources; Stone (Clubs), Swords (Spades), Wood (Diamonds) and Food (Hearts). Within each resource, there are nine numbered cards (2-10) and four picture cards. The numbered cards are representative of a quantity of (that type of) resource, whilst the picture cards can be used either as a resource (of that type), or to bring

about certain special effects in the game. In addition, there are two cards in the deck (Jokers) that are not representative of any resource type. The use of one of these cards also has a special effect on the game. These effects are explained below.

Card Values: The total resource value of a card is defined in terms of the number of points it provides to the player who is holding it. If the card is numbered, simply multiply that value by ten to determine its resource value. Picture cards are treated as tens, providing a total of 100 points of resource value. Jokers have no resource value.

Stores: During play you can store a maximum of 5 resource cards per Store at any time. At the start of the game resources may not be put in Stores though (unless you want to cut the defender some slack, in which case you could randomly place up to 5 cards in it).

When fighting bigger Sieges (besieging towns and cities), Stores will start fully or partly stocked. Rules concerning this, and other advanced rules will be described in more depth in the 5th article.

Besieger's Baggage Train: The besieging army's baggage train initially provides the materials with which to set up camp and perimeter defences. The Baggage Train is bought from the points from the attacker's army. The points spent on the Baggage Train can never exceed 50% of the total points allocation for the attacker.

He may only spend these points on construction and not use these to help sustain his units! On the other hand, resources obtained through foraging can be used to create (additional) siege constructs. Note: Siege artillery can only be part of the Baggage Train and never be created on site!

Any siege equipment in the Baggage Train is considered disassembled. So even while its points are already paid for in your army list, it will need to be set up and/or constructed!

USING RESOURCES

Resources can be used in three ways:

1. During the Command Phase of the Siege day to supply building actions.
2. At the end of a siege week to maintain the fighting effectiveness of units.
3. For special actions.

Building Actions: As mentioned in the previous article, there is a building cost necessary to construct any of the items the attacker wants to add to his army during the siege. This cost is already met for items in the Baggage Train, but for additional constructs it must be met using the resource value of the object with the cards the attacker has available. This must be paid for in full on the turn in which the first build command for that item is made. Although the cost can be met using any number of cards, any resource value used in excess of the cost is lost.

Example: A player wishes to build a Siege Tower. He successfully commands a unit to begin work on it, and can either take the building cost from the points allocated to his Baggage Train or discard cards to meet the points cost of the piece. Let's assume the player has already spent all of his Baggage Train, so he needs to pay from his resource cards. Having a 3, an 8 and a 2 in his hand, he could use the 2 (counts as 20 resource points). The extra 10 points are lost. Once this price has been met, the player can continue to attempt the remaining commands required to finish the object.

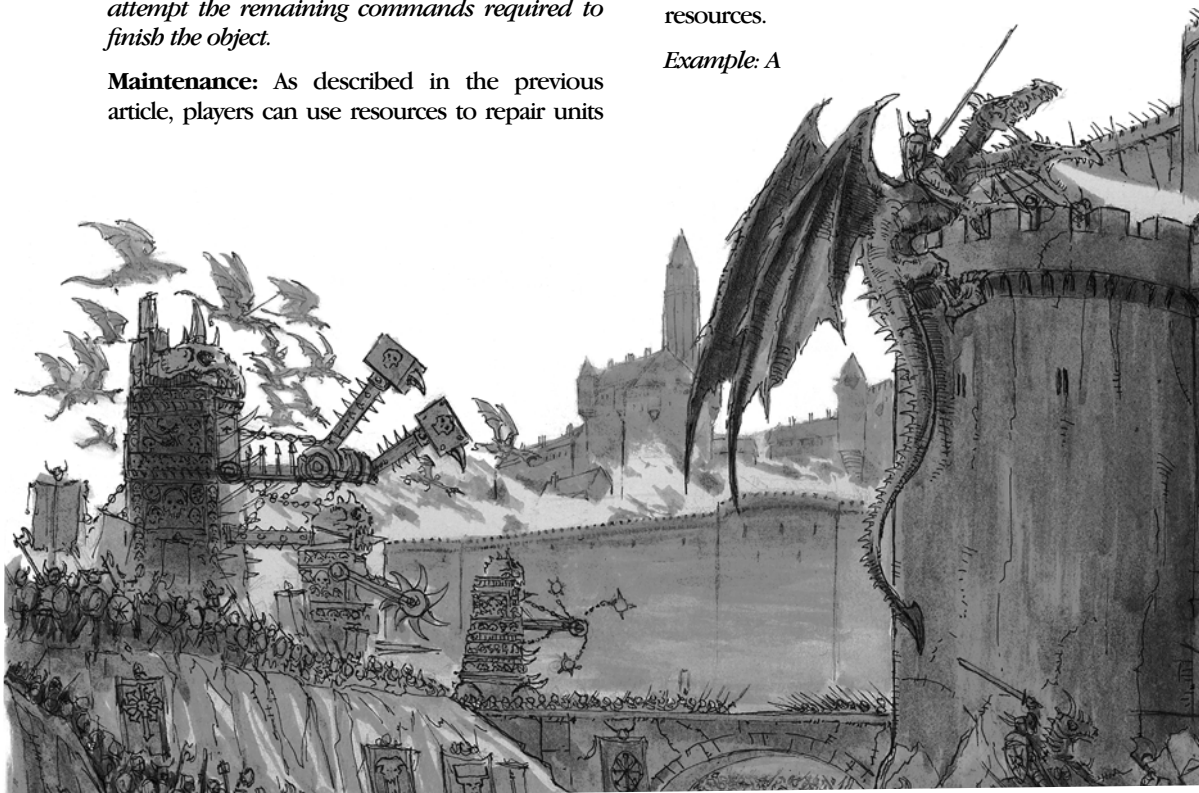
Maintenance: As described in the previous article, players can use resources to repair units

that have lost stands during the course of a Siege week. The cost to repair a unit is based upon the number of stands that were lost. If one stand has been lost from a three-stand unit, the cost is one third of the total cost of the unit, rounding up. Two stands lost would require two thirds of the unit's cost. For a two-stand unit, the cost to replace one stand is half the unit's cost. A unit that has lost all of its stands is destroyed and cannot be repaired. Skirmishing stands destroyed are lost, and cannot be repaired. Creatures that are badly hurt will cost half of their original cost to repair. These repair costs are paid during the Upkeep phase, at the end of a siege week, before drawing new resource cards. Each unit's repair cost must be met by one or more resource cards. No resource card can be applied to the repair of more than one unit.

Example: A player has a unit of Kroxigors that has lost two stands. The cost to repair the unit is 90 points ($135/3=45$, $45 \times 2=90$). The player is holding a 30, a 70 and a 100 point card. Playing the 100 point card or both the 30 and the 70 point cards can repair the Kroxigors. In either case, the extra ten points are lost.

Some of the defender's construction options, such as field hospitals, help to reduce the cost of repairing certain types of units. These items allow the use of single resource cards to repair more than one unit of a particular type. This can be a very useful way to make better use of your resources.

Example: A



The Art of Siege

defending player has a field hospital. He has two units of Saurus warriors that have lost a stand each. Each repair will require 20 points, and he has a 40 a 70 and two 90 point cards. Using the field hospital, he is able to repair both units using the single 40 point card. Note that this ability can only be employed once per siege week.

The maintenance of units is important. At the end of a siege week, units that have not been repaired or merged with other units, and remain at less than full strength (including badly hurt monsters) are considered to be unable to continue to fight in the campaign and are lost.

Special Effects: Picture cards offer players opportunities to engage in special missions or allow for special circumstances that will have some impact on the course of the siege campaign. Each card's effect and when it should be played is described below. Players have the option of using the card for its special effect OR for its resource value of 100 pts (note that a Joker has no resource value).

If the card is marked with 'Mission' it means that playing that card at any time during the combat phase of a Siege day allows you to play that specific mission.

Any of the effects and missions from the Resource deck can only ever be played once, after using the special effect of the card, after that it will only count for its resource value!

STONE

Jack

The besiegers have sent home for additional siege equipment to take down the bothersome walls. Their leaders have granted them the use of a special piece from the armoury.

Can be played: At the start of the Command Phase of any day.

Effect: A special piece of Siege equipment (a magic one with +1 Attack) of the attacker's choice is sent out. It will arrive at the siege at the start of

a siege day 2D6 days after being played.

Considerations: The *Ambush* mission (which is normally played against foraging troops) allows you to ambush the equipment in transport!

Queen

Infiltrators from the besieger's army have succeeded in poisoning some of the castle's wells. Death rears its ugly head.

Can be played: At the start of the Command Phase of any day.

Effect: Roll a D6 for each unit in the castle. If the result is greater than the Hits value of a stand, the unit loses one stand.

Considerations: If the castle has a field hospital then you can re-roll any failed roll.

King

Infiltrators from the besieger's army have managed to get into the castle's stores and sabotaged/destroyed them.

Can be played: At the start of Siege Week resolution.

Effect: For each Store in the castle, randomly draw one card and place it on the discard pile.

Considerations: None.

Ace

The promise of loot and riches has drawn additional troops into the area. The besiegers can boost their ranks.

Can be played: As part of Siege Week resolution.

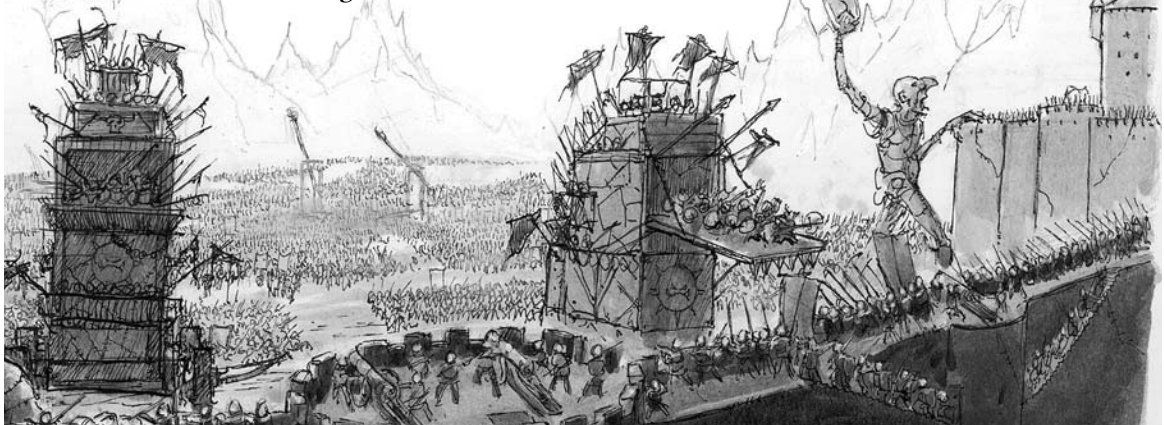
Effect: An additional 500 points of troops and/or characters can be deployed (min/max 1,000).

Considerations: Consider allowing the Good or Evil races to use each other's troops as reinforcements.

SWORD

Jack

Through a series of pre-arranged signals, the



Card	Attacker		Defender	
	Stone / Clubs	Sword / Spades	Wood / Diamonds	Food / Hearts
Jack	Extra Siege Equipment	Mission: Feint	Call For Help	Mission: Pantry Raid
Queen	Poison	Mission: Night attack	Plague	Mission: Raid
King	Sabotage	Mission: Traitor inside	Sabotage	Mission: Ambush
Ace	Reinforcements	Mission: Mine	Weather conditions	Mission: Blockade run

besiegers have managed to organise a coordinated attack against two different sectors, with a view to drawing the defenders away from one wall and managing a foothold on another.

Can be played: At any time when playing an *Over the Wall* mission on the castle.

Effect: Starting a second *Over the Wall* mission in another sector simultaneously to the first, forcing the defender to spread his attention on two attacks.

Considerations: As simultaneous play of these missions may be hard on the players' resources, an alternative way of playing this is starting a second *Over the Wall* mission but disallowing the Defender ANY troops that were involved in the first fight.

Queen

Under cover of night the besieger has set up a sneak attack against the walls. Who will know friend from foe in the dark!

Can be played: During scenario declaration in the Combat phase, after the defender's declaration.

Effect: Play an *Over the Wall* mission with the following changes:

1. Defenders can only have one unit on the wall in the sector attacked.
2. Attackers start at 60 cm distance from the Wall.
3. All missile fire is restricted to 15 cm.

Considerations: none

King

Through subterfuge the besieger has managed to get someone inside the castle to open the gates. Once it is open the besieger must strike fast to capitalise on the surprise.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Play the mission: *Enemy Within*

Considerations: none

Ace

The besieger's sappers have dug a mine under the

defender's wall, and are ready to spring it. The attacking troops have been put on stand-by and are ready to capitalise on the confusion when the wall tumbles down.

Can be played: During the Shooting phase.

Effect: The castle wall will be breached (as per the normal rules) at a location of the besieger's choice.

Considerations: none

FOOD



Jack

The defenders have identified several stockpiles of stores in the Besieger's camp. Instead of sallying out to destroy them, they have formulated a daring plan to capture them and take them back to the castle.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Play the mission *Pantry Raid*

Considerations: When this mission is played successfully, the defender can draw cards from the attacker's hand of resource cards. If the attacker does not have resource cards at hand, but still has unspent *Baggage Train* points, then draw the cards randomly from the Siege deck and add those to your hand, deleting their *Baggage Train* points from the attacker's resource tally.

Queen

Loyal forces to the defenders have gathered outside the enemy's camp. Their attack is aimed at causing as much mayhem as they can, with every man willing to lay down his life.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Defender can play the mission *Raid*.

Considerations: none

King

The loyal population in the countryside have organised a resistance. They aim at taking out several of the foraging parties that have been scouring their farms and villages.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Play the mission *Ambush*

Considerations: This mission will be more effective if the defenders successfully managed to play a *Breakout* mission before. If that is the case they will have additional forces at their disposal.

Ace

Aware of the defender's dwindling supplies, loyal forces outside the ring of besiegers have prepared several carts of supplies and are willing to risk their lives bringing it in.

Can be played: At any time during scenario declaration in the Combat phase.

Effect: Play the mission *Blockade Run*

Considerations: none



WOOD

Jack

The defenders have sent a message for help via spy or carrier pigeon. If successful, the defenders will be bolstered by a relief army.

Can be played: As part of Siege Week resolution.

Effect: Roll 3D6(=X), if the attacker rolls equal or higher on 1D6 then the appeal for help has been intercepted (or goes astray). If not, then the Mission: *Relief Force*, becomes available for the defender to play X days after playing the card.

Considerations: If the appeal for help is unsuccessful. The defender can re-use this card when he gets it in his hand again. This is the one exception to the normal rule.

Queen

The unsanitary, cramped conditions in the besieger's camp has caused a virulent outbreak of plague. Fortunately it has been diagnosed in time and can be contained in one sector of the camp.

Can be played: At the start of the Command Phase of any day.

Effect: Nominate the affected sector (besiegers choice). For each unit in that sector roll a D6. If the result is greater than the Hits value of a stand the

unit loses a stand. If a minimum of 50% of the units in the sector have been affected, the plague will carry into the next day as well.

Considerations: Any troop movement from the infected sector into an adjoining one (including that of the General) has the risk of spreading the plague further. Roll a D6, on 6+ the plague spreads.

These hits count towards the procedure described in 'finishing the Siege Day', in part II. In effect you could use a stand at the start of the day, recover it at the close of the day, only to lose it again on the next day if the plague does not subside.

King

With the greatest care some valiant volunteers have succeeded in sneaking out of the castle and have sabotaged the enemy's artillery.

Can be played: At the start of the Command Phase of any day.

Effect: For each piece of Siege artillery the attacker has roll 1D6-2. A positive result is the number of Siege days the piece is prohibited from being used for Bombardment. A negative result means that the saboteurs have failed.

Ace

Weather conditions are unseasonably bad. Rain and storm prohibit almost all activity and keep the troops huddling in what shelter they can find.

Can be played: At the start of the Command Phase of any day or as part of Siege Week resolution.

Effect: Prohibits any Bombardment and Missions, other than those that take place in the Countryside, for 2+D3 days.

Considerations: None



DRAWING RESOURCE CARDS

Each player determines his number of cards differently. The defender in the campaign starts with a quantity of resources available, but that quantity decreases gradually as stored materials are used up. The attacker is able to bring some resources with him, but will have to forage for the rest. This means that the defender will be at an advantage in the beginning but that will change as he needs to make increasingly more difficult choices to maintain his army while the attacker will enjoy a more consistent supply of resources.

Defender: The defender draws a starting hand of 10 cards at the beginning of the campaign. The size of this starting hand can be dependent upon the results of the Stragglers scenario (see the Missions section for details).

At the end of each siege week the defending player draws cards to replace those he has used during the week, bringing his hand back up to his total hand size. Note that cards that have been placed in Stores do not count towards this hand size.

Each Siege week the defender's hand must be permanently reduced by one card.

Attacker: Unlike the defender, the attacker does not draw to a particular hand size. Instead, his resources come as a result of sending units foraging. The defenders will have done their best to clear countryside of all resources before the attackers arrive, so this can be a more difficult proposition than it may initially seem.

FORAGING

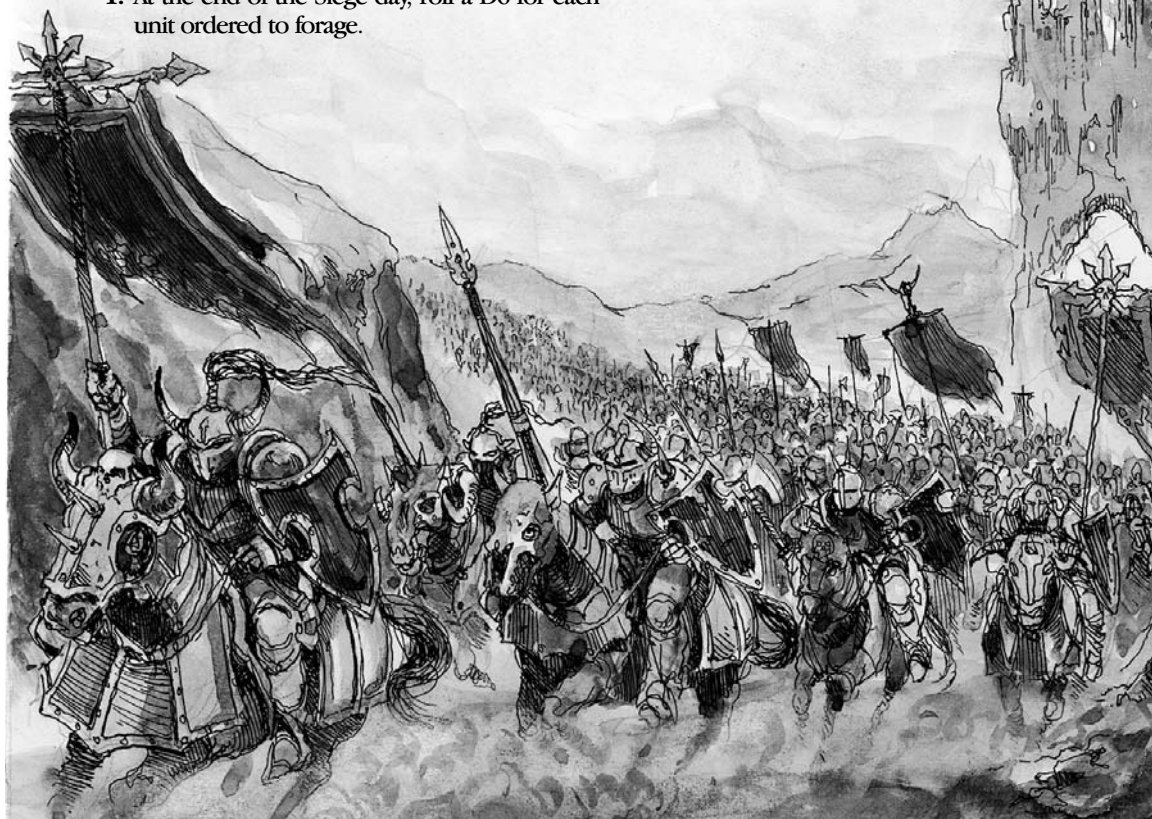
Foraging for resources is an action that can be taken by the attacker in a siege campaign to gain resources for his side. During the Command phase of the Siege day, the attacker order any units in his camp area to forage. If the order is successful, they are considered to have moved into the countryside part of the Siege map.

1. At the end of the Siege day, roll a D6 for each unit ordered to forage.

2. On a result of 5+ the unit has discovered a useful resource. The unit will automatically return to the camp at the beginning of the next siege day with the resources. This allows the Attacker to draw one resource card at the beginning of that turn.
3. If the result was less than 5, the unit hasn't found anything yet, and cannot return to camp unless ordered to do so in the next turn.
4. If the result was a 1, then the unit has encountered some trouble (from raiding parties, traps, etc.) and suffers D3 hits, worked out in the normal manner. These hits remain in effect until the unit returns to camp (thus a unit could conceivably suffer two hits on one siege day, then receive another two on the next day and lose a stand).

If the unit fails to find a resource and the attacker does not order the unit back into the camp on the next siege day, then the unit may continue to search. Roll as above with +1 to the roll for each full day spent searching for resources. Thus, on the second day, the unit will gain a +1 bonus, and on the third day a +2 bonus.

(Note that a natural roll of 1 will always indicate no resources found, and that the unit has suffered D3 attacks as described above.)



The countryside is only able to sustain a certain amount of foraging. To represent this, after the fourth siege week, the roll required to find a new resource changes from 5+ to 6+. In addition, because locals will have had more time to organise resistance, the chances of suffering attacks increases as well. This result will occur on a roll of 1 or 2. Once the attacker has successfully foraged 54 resources (one siege deck) from the countryside, they will be unable to find any more resources and must make do with what they have found so far.

ENDING THE CAMPAIGN

As the campaign progresses, players will find it increasingly more difficult to keep their forces on the field. Units will begin to disappear as their owners lack the resources to keep them in the fight.

1. If the attacking army loses half of its units, then the remaining forces will break.
2. The defenders are fighting to the last man; they will not break because of casualties.
3. If either side's General is lost during one of the actions, that side has lost (defenders will surrender without their leadership).
4. The attacker can win if any of the scenarios result in his army gaining control of the defender's keep.
5. The defender wins if he has surviving forces at the end of the 10th week of the Siege.



BRINGING IT TO THE NEXT LEVEL

The missions will be detailed in the next part of the series, after that you should be able to set up and have a go at a small siege campaign.

To set a good example we have prepared an Empire vs. Orc & Goblin siege, with the Empire forces defending a border fort against 3,000 pts of greenskins. A step-by-step battle report will be our next contribution as the 4th instalment of the Art of Siege. After that we will be back once more with the advanced rules. These will include things like:

1. Alternative siege equipment ('what's that knocking at the gate!')
2. Extended effects of bombardment ('remember Jericho')
3. Castles made of other materials ('a house made of straw, of wood or of stone')
4. Besieging towns & cities ('it is not the size of the thing that matters')
5. Army specific resource usages ('urhm, Boz, dem trollz just ate all da gobbos')

NOTES

Although the basic rule says that no Siege Artillery can be created on site, we would like to make the following suggestion:

If the besieging army has a Siege Engineer then additional Mangonels and Trebuchets can be constructed. As these will take the full commitment of the Engineer, only one can be made at any time, and the Engineer can only be used to command this construction.

The observant will have already seen various situations where it would be relatively easy to play a game of Mordheim or Warhammer to see if an action is successful, rather than leaving it to the fickle Goddess of the Dice. As this lies slightly outside the scope of the article we will not go into this in-depth. Suffice to say that mixing the systems this way can be highly entertaining and very fulfilling

Undead and Maintenance: Because of the relative ease in locating dead bodies on the site of a siege, it is easier for an Undead player to repair many of his basic units. To represent this, an Undead player can repair multiple units of Skeletons (not Skeleton Bowmen) with a single card.

Example: An Undead has three units of Skeletons missing one stand, and two more missing two stands. The cost to replace a single stand of Skeletons is 10 points ($30/3=10$), so a single 70 point resource card can be used to repair all five of these units.

This is an example of the race-specific Siege rules we will come to in the 5th article.